

17.05.2025

I found some works; I could refer to in my research. Both are from APA and are discussing the question, whether video games lead to more violence or not:

Violence in the media: Psychologists study potential harmful effects
<https://www.apa.org/topics/video-games/violence-harmful-effects>

Virtual violence
<https://www.apa.org/monitor/2010/12/virtual-violence>

27.05.2025

I found a website of a community which «relives» Half Life 2 with the help of RTX Remix.
<https://www.hl2rtx.com/>

They call themselves Orbifod Studios and have an X-account on which they upload news.
<https://x.com/hl2rtxofficial>

Theory of how RTX Remix could possibly work:
When RTX Remix is utilized to make a game use high-poly models instead of low-quality ones, it captures a scene of a game where you later manually replace everything you want to be different. The question is though, how does the game support high-poly models? NVIDIA wrote that it works only on PCs which have a graphic card of the RTX series. Additionally to that the game will start with new models only if you start it through RTX remix. Out of these facts I come up with the following theory: RTX Remix uses an other engine than the game itself which makes it possible to utilize textures and models of modern quality. It would also explain why it only works on RTX graphic cards. Probably the engine of RTX remix supports only NVIDIA RTX graphic cards.

<https://www.nvidia.com/en-us/geforce/rtx-remix/>

01.07.2025

Thinking outside the murder box': virtual violence and pro-social action in video games

Social Media and Mental Health
Cambridge medicine (Series)

Handbook of Social Media Use Online Relationships, Security, Privacy, and Society. Volume 2 /.

Learning Outcomes and Educational Effectiveness of Social Media as a Continuing Professional Development Intervention for Practicing Surgeons: A Systematic Review and Narrative Synthesis

Computer games and new media cultures: a handbook of digital games studies

03.07.2025

Too human and not human enough: A grounded theory analysis of mental health harms from emotional dependence on the social chatbot Replika

Exploring the Impact of Anthropomorphism in Role-Playing AI Chatbots on Media Dependency: A Case Study of Xuanhe AI

<https://arxiv.org/abs/2411.17157>

LLM Roleplay: Simulating Human-Chatbot Interaction

<https://arxiv.org/abs/2407.03974>

Future Research Avenues for Artificial Intelligence in Digital Gaming: An Exploratory Report

<https://arxiv.org/abs/2412.14085>

03.08.2025

Starting creating a detailed plan of the work/work structure (with introduction, different chapters and subchapter)

05.08.2025

Reviewing what's written until now, correcting it and adding new chapters.

07.08.2025

Found another NVIDIA's AI project. It's called NVIDIA ACE which' goal is to add a new layer of realism to the game. (Not only graphics)

<https://developer.nvidia.com/ace-for-games> -----> integration of AI in games

short description of an AI model used in NVIDIA ACE called Whisper ASR:

Whisper ASR is a speech recognition model and was trained on 680,000 hours of labeled (tagged with the correct information) data. It is based on Open AI's Whisper but was optimized for a better performance and easy-to-download and easy-to-implement use.

09.08.2025

Finished the first version of contextual background. (Not the best yet)

What still needs to be done: Reviewing contextual background, correcting it, adding E-sports and Influencers, creating a plan of Analysis.

10.08.2025

added E-sports and Influencers to contextual background

12.08.2025

Reviewed contextual background and corrected it.

13.08.2025

Started with analysis, tried to come up with interesting questions

14.08.2025

Continued working on analysis

16.08.2025

Finished with Analysis, reviewed it. Probably needs more enhancement

13.09.2025

Found definition of AI in a paper which took it from the book “Artificial Intelligence A Modern Approach” by Stuart J. Russell and Peter Norvig

https://repository.ukim.mk/bitstream/20.500.12188/8188/1/CIIT2020_paper_30.pdf

Authors: Filemon Jankuloski, Adrijan Božinovski, Veno Pachovski

School of Computer Science and Information Technology

University American College Skopje

Last access time: 13.09.2025 11:33

Book itself can be found in the ETH library

https://eth.swisscovery.sls.ch/discovery/fulldisplay?docid=alma99117202440705503&context=L&vid=41SLSP_ETH:ETH&lang=de&search_scope=DiscoveryNetwork&adaptor=Local%20Search%20Engine&tab=discovery_network&query=any,contains,Artificial%20Intelligence:%20A%20Modern%20Approach&sortby=date_d&facet=frbrgroupid,include,9048942315969388878&offset=0

According to the paper, one of the definitions is the following: Artificial Intelligence is a machine/system/program which aims to mimic/simulate human intelligence as closely as possible.

In the EU AI Act, there's written other definition of AI.

<https://eur-lex.europa.eu/eli/reg/2024/1689/oj/eng>

https://eur-lex.europa.eu/legal-content/EN/TXT/PDF/?uri=OJ:L_202401689 (page 46)

Article 3, paragraph 1

“ ‘AI system’ means a machine-based system that is designed to operate with varying levels of autonomy and that may exhibit adaptiveness after deployment, and that, for explicit or implicit objectives, infers, from the input it receives, how to generate outputs such as predictions, content, recommendations, or decisions that can influence physical or virtual environments;”

Splitting up to understand better:

machine-based system => not a biological or organic entity. Product of engineering and software.

varying levels of autonomy => can be both: fully controlled by a person (a doctor if used in medicine) or complete tasks by itself (self-driving car)

may exhibit adaptiveness after deployment => can learn and change its behavior based on new data it encounters after it has been launched.

explicit or implicit objectives => explicit: defined goal by the developer; implicit: goals it might learn from the data and its environment

infers, from the input it receives, how to generate outputs => the system using patterns it has learned to reason and produce a result it wasn't explicitly told how to produce. It's making an educated "guess" based on its training.

According to this definition AI in old/classic games like Skyrim is not AI.

Reasons:

1. Does **not** have varying levels of autonomy
2. Can **not** learn and change its behavior based on new data

Riva/Magpie TTS (Text to Speech) Preview:

<https://build.nvidia.com/nvidia/magpie-tts-flow>

Finished writing approximately 5 pages (from chapter 1 to chapter 2.1.1.1.3)

14.09.2025

Reread what I wrote, corrected sentences and language in general, to make it sound better.

<https://www.scribbr.com/category/research-paper/>

<https://www.scribbr.com/academic-writing/transition-words/>

<https://www.scribbr.com/academic-writing/taboo-words/>

The links above helped me writing the paper in an academic and formal way.

15.09.2025

Reread again what I wrote and corrected sentences before uploading